

FIG. 1

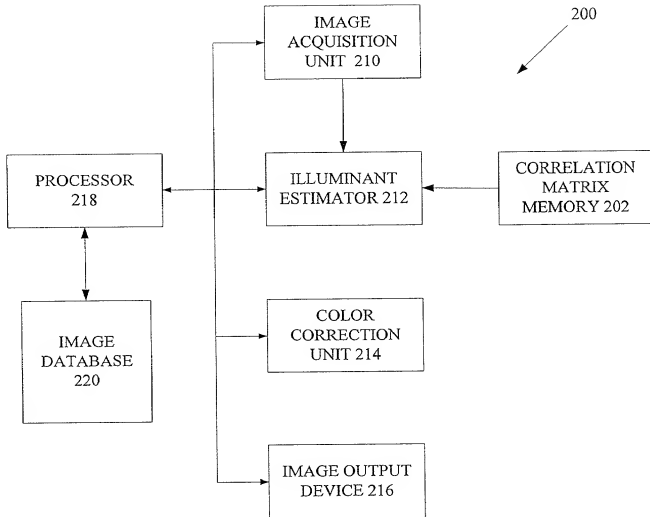


FIG. 2

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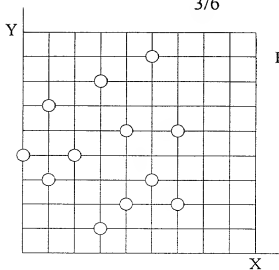
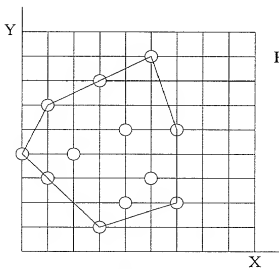
REFERENCE
COLORS

FIG. 3

REFERENCE
GAMUTCORRELATION
MATRIX 300

X1Y1	0	0	0	1	1	0	0	1	0	0	0	1
X1Y2	0	0	1	0	0	1	0	1	0	0	1	0
X1Y3	0	0	0	0	1	0	0	1	0	0	0	0
.	1	0	0	1	0	0	0	1	1	0	0	1
.	0	0	1	0	1	0	0	0	0	0	1	0
X1YN	0	0	0	1	0	0	0	1	0	0	0	1
X2Y1	1	1	0	0	1	0	1	0	1	1	0	0
X2Y2	0	0	0	1	0	0	0	1	0	0	0	1
X2Y3	1	1	1	0	0	1	1	0	1	1	1	0
.	0	0	0	0	1	1	0	0	0	0	0	0
.	1	1	0	0	1	0	1	0	1	1	0	0
X2YN	0	1	1	1	0	1	1	0	0	1	1	1
X3Y1	0	0	0	1	1	1	0	1	0	0	0	1
.	1	0	0	0	1	0	0	1	1	0	0	0
.	1	1	1	0	0	1	1	0	1	1	1	0
.	0	0	0	1	1	0	0	0	0	0	0	1
XNYN	0	0	0	0	0	1	0	0	0	0	0	0

ill1 ill2 ill3 ill4 ill5 ill6 ill7 ill8 ill9 ill10 ill11 ill12

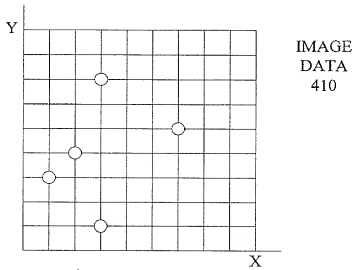


FIG. 4

IMAGE VECTOR 412

0	X1Y1	0	0	0	1	1	0	0	1	0	0	0	1
0	X1Y2	0	0	1	0	0	1	0	1	0	0	1	0
1	X1Y3	0	0	0	0	1	0	0	1	0	0	0	0
0		1	0	0	1	0	0	0	1	1	0	0	1
0		0	0	1	0	1	0	0	0	0	0	1	0
1	X1YN	0	0	0	1	0	0	0	1	0	0	0	1
1	X2Y1	1	1	0	0	1	0	1	0	1	1	0	0
0	X2Y2	0	0	0	1	0	0	0	1	0	0	0	1
0	X2Y3	1	1	1	0	0	1	1	0	1	1	1	0
0		0	0	0	0	1	1	0	0	0	0	0	0
1		1	1	0	0	1	0	1	0	1	1	0	0
0	X2YN	0	1	1	1	0	1	1	0	0	1	1	1
0	X3Y1	0	0	0	1	1	1	0	1	0	0	0	1
0		1	0	0	0	1	0	0	1	1	0	0	0
1		1	1	1	0	0	1	1	0	1	1	1	0
0		0	0	0	1	1	0	0	0	0	0	0	1
0	XNYN	0	0	0	0	0	1	0	0	0	0	0	0

ill1 ill2 ill3 ill4 ill5 ill6 ill7 ill8 ill9 ill10 ill11 ill12

CORRELATION MATRIX 300

FIG. 5

